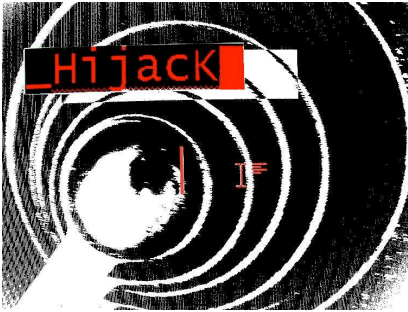


Hijack

Performances and audiovisual installations
15 NOV 2007 (starts at 20:30)
at iMAL (interactive Media Art Lab) - Brussels



Hijack is an event produced by the collective projectsinge and iMAL.

Hijack propose artistic interventions based on hijacking technologies.

In the context of our society overflowed with media and technologies, new creative acts are appearing and moving towards the reappropriation and modification of established forms.

This evening is at the junction between several emerging trends, questioning the media-objects and their usage, mixing circuit-bending, noise, post-electro-acoustic experimentations and glitchcore. From this processes of mash up and information manipulation, new creation forms arise, freer, more chaotic and vivid, more personal. They tend to get rid of imposed language and meaning as defined by industrial techno-objects so to explore new audiovisual expressions.

projectsinge (fr/be) is a collective of artists, a meeting platform working between installation, mixed media, net art, performance and electronic reappropriation.

<http://www.projectsinge.net/>

iMAL iMAL, Center for Digital Cultures and Technology (Bruxelles) is a space for artistic production, research and experimentation between arts, sciences, technologies and innovative industries.

<http://www.imal.org>

PERFORMANCES

- **Demolecularisation**, Video and audio noise happening where Jérôme and Jeanfrançois Blanquet explore and improvise in situ other audiovisual syntaxes. (*projectsinge* [fr/be])

<http://myspace.com/jeanfblanquet>

<http://myspace.com/jblanquet>

<http://myspace.com/projectsinge>

- **Thirtytwobit VS Mongodroïde**, by *Thirtytwobit* [fr]. Clément Charmet and Vincent Dorp practice wild hijacking of sound and image technologies taking malicious pleasure in torturing their computers.

<http://myspace.com/thirtytwobit>

- **Système Sonore**, by *David Néaud* [be]. Sound vibrations are amplified and rythmed into micro-events under the control of precise or brutal gestures of the artist. David Neaud's simple laboratory setup is based on looping and layering of sounds produced by objects knocking against each other such as aluminium foil, dust, fans, springs, motors, toys, radios, glasses...

<http://myspace.com/Davidneaud>

- **PARTKDOLG** / bram barloo

Junk noise: brutal, industrial and primitive, playful, childish and with plenty of room for chance: Recycled materials, field recordings and sounds such as small engines, string instruments, manipulated or open electronics are combined within a predetermined program.

INSTALLATIONS FOR PERSONAL USE

-**Monkey_Party** : by J & JF Blanquet, F Roussel (projectsinge): Interactive video DVD based on random generation proposed in a cosy sofa. <http://monkey-party.org>

-**No_0 !** : by F & M Roussel: with a Wiimote and his/her body, the user processes and mixes images <http://audiovisual-anarchy.org/>

-**Müller fokker**: by Thirtytwobit: the computer which reads itself.

-**News 2.0** : by F & M Roussel: Information is lost in its profusion. The user surfs through a continuously updated magma. <http://audiovisual-anarchy.org/>

-**Ad_dress**: by J & JF Blanquet, C Charmet, J Decker: Internet connected console receiving sounds and images from iMAL. A device to be used to react and upload his/her sounds and media surrounded with other analog electronic and computer-based candies. (*projectsinge*) http://www.projectsinge.net/ad_dress/

THE VENUE

iMAL (interactive Media Art Lab) just opened beginning of October its new venue, the first Center for Digital Cultures and Technology in Brussels, a new place of about 600m2 for the meeting of artistic, scientific and industrial innovations. <http://www.imal.org/>

Informations :

iMAL, 30 Quai des Charbonnages/Koolmijnenkaai 30 1080 Bruxelles/Brussel 1080
(métro : Comte de Flandres /Graaf van Vlaanderen)

Date : 15 NOV 2007 (starts at 20:30)

fee : 5 €

press contact :

projectsinge : contact@projectsinge.net

iMAL, Center for Digital Cultures and Technology: info@imal.org